FREE THIS ISSUE! THE SONIC SUPER SPINNER!

No.21 March 18th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

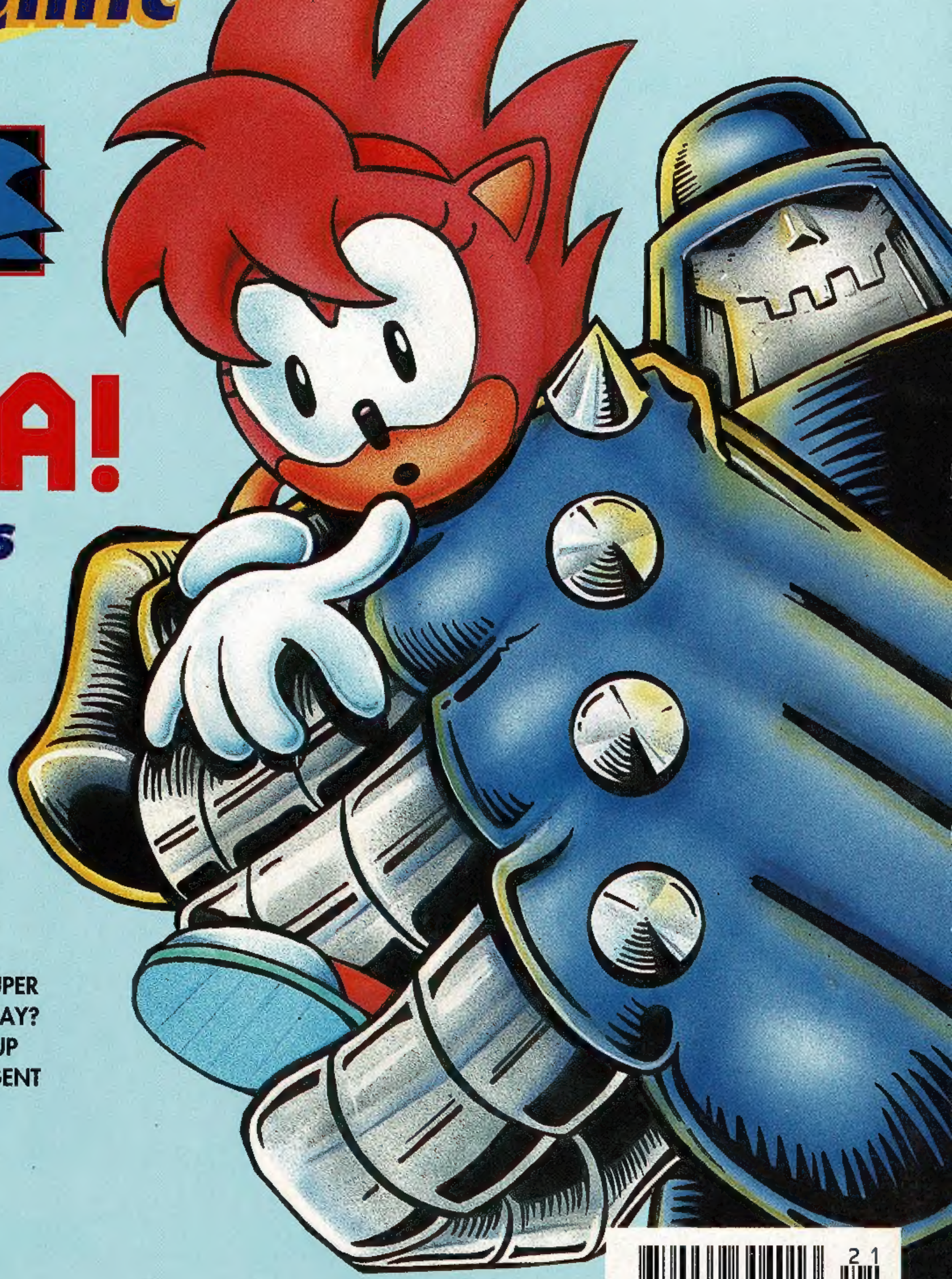
sonic the comic

starring SONIC THE HEDGEHOG

GOTCHA!

AMY MEANS TROUBLE!

YOUR FREE SONIC SUPER SPINNER FLOWN AWAY? TAKE THE MATTER UP WITH YOUR NEWSAGENT - RIGHT NOW!



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CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

21 today! 21 today! Yes, the ever-youthful STC celebrates its 21st merely-mega issue with the sensational **Sonic Super Spinner!** This fantastic free mini-frisbee will send you hurtling into orbit. Well, at least in the direction of the local park.

If that isn't enough excitement, get ready for **The Eternal Champions Special!** On sale in seven short days, this is the one E.C. fans have been waiting for. All the characters, all the special moves (including many you will *only* find in the **Special**), and three all-new comic strip stories of your favourite fighters - including the origin of the Champs! Take a running fist down to your local newsie and full force attack a copy at only £1.75.

While you're there, pick up a copy of **Sonic The Poster Mag** No. 3. This gob-smacking giant action Sonic poster is backed by a new six-page Sonic comic story. It's yours for £1.35. What a bargain!

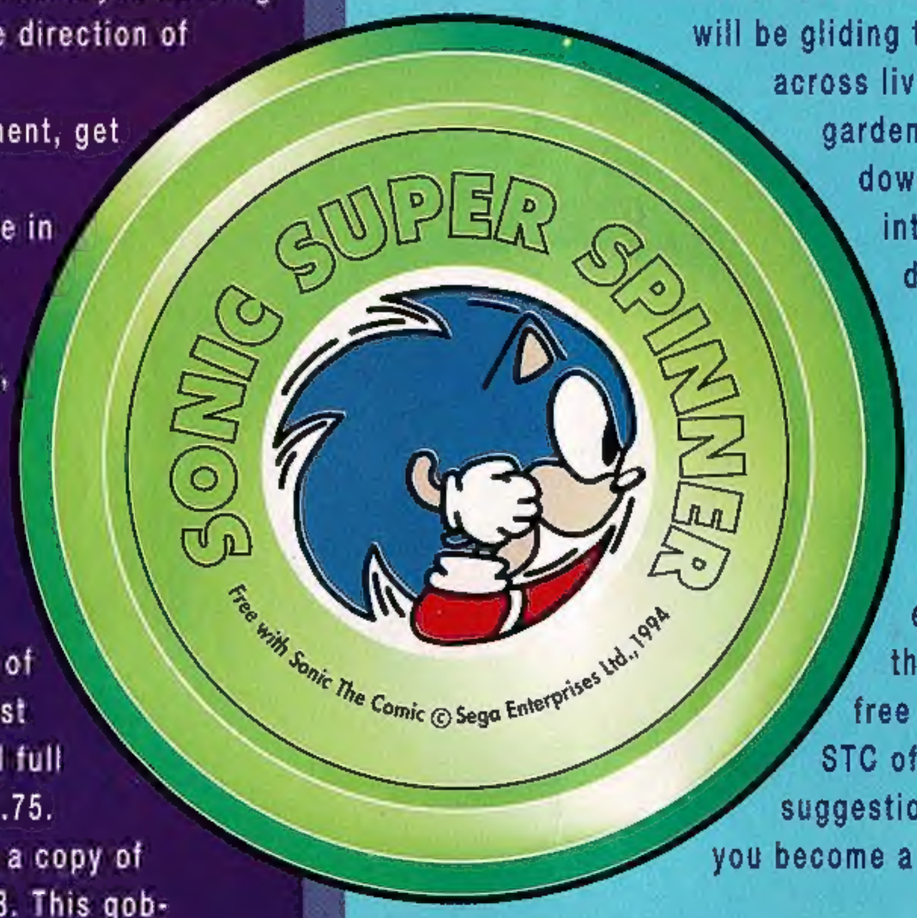
Now for the not so good news - this issue sees the last episode in the current **Tails** series. Whoa, hold it! Before you decide to storm the STC offices, Tails will be back soon in a new story. Meanwhile, put your hands together for the return of **Wonder Boy** in the next issue. This time he finds himself up against ghostly dinosaurs!

That's more than enough to keep you going for the next fortnight. But be warned: another free gift is heading your way in issue 22 in the form of **The STC TTC** (that's **STC Titanic Tattoo Collection** to the uninitiated!). These temporary tattoos will really leave their mark.

Megadroid

Spin Attack!

OR WHAT YOUR RIGHT (OR LEFT) ARM IS REALLY FOR!



Thousands of STC Sonic Spinners will be gliding their way across living rooms, garden fences, down stairs and into next door's garden. So, to ensure you loyal Boomers gain maximum effect from this fantastic free gift, let STC offer a few suggestions to help you become a high flyer:-

PREPARE FOR LAUNCH

1. Lift your STC spinner with thumb and forefinger.
2. Lovingly position close to your heart.
3. Simultaneously swing out lower half of arm (from the elbow down), combined with a firm flick of the wrist.
4. Release spinner whilst reciting the words: 'if you love something, set it free' (this is optional).
5. Stand back in amazement taking care not to drool.

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● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up ▲ down ▼ non mover ▬ re-entry RE new entry new

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	▬	ALADDIN
2	▬	SENSIBLE SOCCER
3	▲	SONIC SPINBALL
4	▼	STREETFIGHTER 2 CHAMP. ED.
5	new	TOE JAM & EARL 2
6	new	ZOMBIES
7	▼	MORTAL KOMBAT
8	RE	JUNGLE STRIKE
9	RE	COOL SPOT
10	▼	SONIC THE HEDGEHOG 2

MEGA CD

1	▲	LETHAL ENFORCERS
2	▲	NIGHT TRAP
3	▼	SONIC CD
4	▼	THUNDERHAWK
5	▼	SILPHEED
6	▲	BATMAN RETURNS
7	▼	ECCO THE DOLPHIN
8	▼	SEWER SHARK
9	new	WONDERDOG
10	▼	FINAL FIGHT

MASTER SYSTEM

1	▬	SONIC CHAOS
2	▲	OLYMPIC GOLD
3	new	DESERT STRIKE
4	▼	MORTAL KOMBAT
5	new	SUPER KICK OFF
6	▼	JURASSIC PARK
7	new	MARBLE MADNESS
8	RE	SENNA SUPER MONACO
9	new	CHESS
10	▼	JUNGLE BOOK

GAME GEAR

1	new	DESERT STRIKE
2	▼	SONIC CHAOS
3	▲	BATMAN RETURNS
4	▼	JUNGLE BOOK
5	new	F1
6	▲	SHINOBI 2
7	▼	SONIC THE HEDGEHOG 2
8	▼	ECCO THE DOLPHIN
9	RE	WONDERBOY
10	▬	CHUCK ROCK

Sonic THE HEDGEHOG

GIRL TROUBLE PART 1

SINCE ROBOTNIK TOOK OVER PLANET MOBIUS* LIFE IN THE EMERALD HILL ZONE HAS NEVER BEEN QUITE THE SAME...

IT'S NO USE HIDING, CITIZEN, WE KNOW WHERE YOU LIVE!

LOOKS LIKE SOMEONE'S IN TROUBLE, BOB!

YUP!

*SEE STC NO. 9

ASSOCIATING WITH SONIC THE HEDGEHOG IS A CRIMINAL OFFENCE. AMY ROSE, YOU ARE UNDER ARREST!

I DON'T CARE WHAT YOU SAY ABOUT SONIC! WE'RE IN LOVE!

LOOKS LIKE AMY'S BEEN GOING AROUND SAYING SHE'S SONIC'S GIRLFRIEND AGAIN...

SONIC'S GOING TO BE PRETTY MAD WHEN HE HEARS ABOUT THAT...

...AND I SHOULD KNOW.

READY JOHNNY?

READY, BOB. OR SHOULD I SAY...

Script: Nigel Kitching **Art:** Richard Elson **Lettering:** Ellie de'Ville

...SONIC THE HEDGEHOG

UH OH, IT'S *HIM* AGAIN!

HURRY!

OKAY JOHNNY, *LET'S DO IT!*

RIGHT BEHIND YOU, SONIC!

'WEAPON X'? HOW CORNY CAN YOU GET!

BZZZZZZ!

BDANG!

WE CAN'T TAKE THIS FOR LONG! QUICKLY USE WEAPON X!

SHOOM!

HAH! MISSED BY A MILE!

MISSED *US*, SURE... BUT WHAT ABOUT THE *EMERALD HILL* FOLK?

THIS CALLS ...

... FOR A SERIOUS BURST OF ...

... SONIC ...

... SPEED!

CEDRIC!

MUM!

UH OH!

HEY, KID. DIDN'T YOUR MOTHER TELL YOU NOT TO PLAY WITH *SHARP OBJECTS!*

NICE WORK, SONIC, NOT A SCRATCH ON ANYONE!

NOT NICE ENOUGH, BUD. LOOK, THE BADNIK'S ARE WARPING OUT, HEADING BACK TO ROBOTNIK IN THE *SPECIAL ZONE!*

AMY GOT HERSELF INTO THIS — BUT SHE'S GOING TO EXPECT US TO GET HER OUT!

WOMEN!

THE SPECIAL ZONE. HEADQUARTERS OF A CERTAIN DESPISED DICTATOR...

WHAT?

YOU WANT TO CHANGE MY IMAGE?

M-MISTER THOMAS AND I KINDA PLANNED A COMPLETE MAKE OVER FOR YOU, DOCTOR R.

MILLER'S RIGHT. THE PEOPLE. THEY JUST DON'T LIKE YOU, MAN!

I'M A MERCILESS, POWER-CRAZED DICTATOR, YOU IDIOTS! I DON'T **CARE** WHETHER THE PEOPLE LIKE ME OR NOT!

HEY, GOOD POINT DOC!

BUT THOSE BUFFOONS WERE RIGHT IN A WAY, THIS BODY HAS SERVED ITS PURPOSE.

IT'S TIME FOR A *CHANGE*...

I WOULDN'T GO IN THERE IF I WERE YOU, GRIMER. THE BOSS IS IN A REALLY UGLY MOOD TODAY.

DR ROBOTNIK

I'M SURE IT WILL BE ALL RIGHT, MY DEAR. I AM THE DOCTOR'S CHIEF SCIENTIST, AFTER ALL...

MASTER, IS THAT EGG YOU?

I REALLY CAN'T BELIEVE I JUST SAID THAT...

SONIC'S SECRET UNDERGROUND BASE.

NO TIME TO CHAT, GUYS ... GOT A RESCUE TO TAKE CARE OF!

THAT'S JUST WHAT I FIGURED, KINTOBOR!

I SUPPOSE YOU'RE GOING AFTER AMY ROSE? I'VE BEEN MONITORING TRANSMISSIONS BY ROBOTNIK'S ARMY, SHE'S BEING HELD IN HIS FORTRESS IN THE SPECIAL ZONE.

TRAVELLIN' LIGHT ON THIS ONE, SO JUST JOHNNY AND ME ARE GOING!

HANG ON WHILE I GET THE STAR POST CHARGED UP!

I'M NEVER GOING TO GET USED TO USING THESE STAR POSTS FOR HOPPING BETWEEN ZONES!

MOVE IT, LIGHTFOOT! *JUMP* FOR IT!

FA-ZAAK!

SHOULDN'T WE HAVE SOME KIND OF PLAN? RATHER THAN JUST BARGING IN THIS WAY?

NAH! WE'LL BE IN AND OUT OF ROBOTNIK'S FORTRESS BEFORE HE KNOWS WHAT HIT HIM!

HANG ON, BUD, THIS IS A TOUGH ZONE TO NAVIGATE...

THERE'S ROBOTNIK'S *FORTRESS*, BIG AS LIFE AND TWICE AS UGLY!

STAND BACK, BUD, I'LL CUT US THROUGH THAT IN A SECOND...

BZZZZZZZ!

SKREEEKTCH!

Y'KNOW JOHNNY-BOY, THIS IS GONNA BE EVEN *EASIER* THAN I THOUGHT!

SECURITY BREACH: SECTOR 14/B.

AUTOMATIC DEFENCES ACTIVATED.

I JUST MAY HAVE SPOKEN TOO SOON...

SEE? I *TOLD* YOU WE SHOULDA HAD A PLAN!

SURE SONIC, IF YOU SAY SO.

WELL WELL, WHAT HAVE WE HERE?

I'M SORRY THE GOOD DOCTOR CAN'T GREET YOU PERSONALLY BUT HE'S, AH JUST...

DR. ROBOTNIK

"... CHANGING INTO SOMETHING MORE COMFORTABLE!"

TRRKKK!!

NEXT ISSUE: THE *NEW* ROBOTNIK!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Steve May & David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

INTERNATIONAL RUGBY

game type: SPORTS
1-2 PLAYERS

MD

If you're aware of the All Blacks or Will Carling, you'll probably be a fan of that egg-shaped ball game called Rugby. Many have tried to come up with a winning console version, but most have failed to produce a decent enough product to gain merit.

International Rugby is Domark's latest release under their *Champions of Sport* label. You are initially presented with an option menu featuring seven icons. These offer you the choice of selecting the squad, playing a friendly, looking at fixtures, selecting teams from a total of 16, entering another options screen, or starting a match in a chosen tournament or tour. The World Cup and the Five Nations tournaments are included, as well as friendlies, or tours, where you get to play in the British Isles, Europe, Australasia or America.

Once the game is underway, it looks very similar to *Sensible Soccer/Super Kick-Off*. The match is played on a vertical pitch, and you control the man nearest to the ball indicated with an on-screen arrow. From here, you can run with the ball, pass it to a team-mate, kick the ball up the pitch, and so on to eventually attempt a Try, which is worth five points; regular Rugby rules are incorporated into the game.

International Rugby did not appeal to me personally. Although, it is the best Rugby game available, I didn't find it addictive enough to keep coming back for more. The control system for passing the ball is too slow for a fast-moving game like Rugby. Consequently, you usually end up losing the ball, and tackling is far too slow. This game is purely for avid Rugby fans. If you're a gamer looking for an addictive sports game - forget it! - DG.

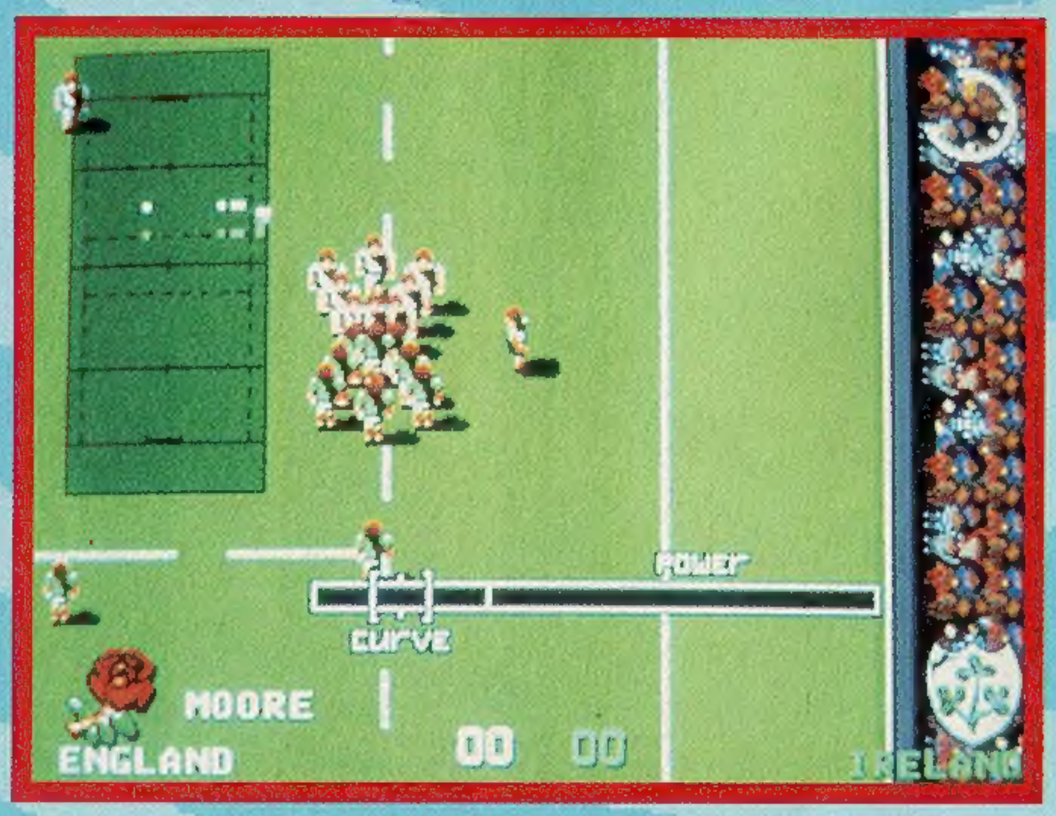
FAST FAX

PUBLISHER: DOMARK
PRICE: £39.99

GRAPHICS: 78
SOUND: 73
PLAYABILITY: 74

RAVES: The best Rugby game yet!
GRAVES: Only for avid fans of the game.

OVERALL: 76%



MICRO MACHINES

game type: ACTION
1-2 PLAYERS

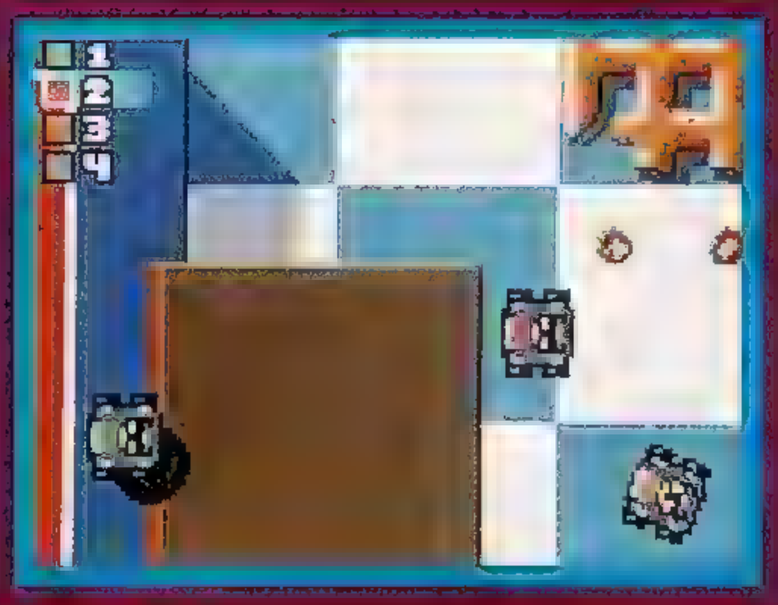
MS GG

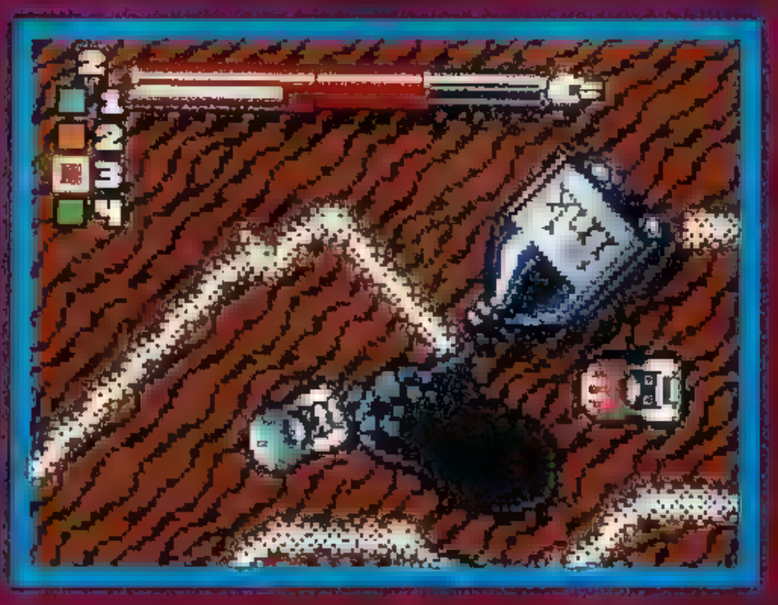
Codemasters' first ever Mega Drive release created a big stir in the games industry as gaming publications (including your very own STC), gave it genuinely deserved ratings that were high in the nineties for playability. Until now, Master System and Game Gear owners have been denied this masterpiece of game design, but you lucky people won't have to wait any longer as **Micro Machines** is here.

The object of the game is to race around tracks using an overhead view, in miniature vehicles on such surfaces as a pool table to a desktop, knocking out each driver, or a friend, until you become champion. The vehicles range from powerboats and sand buggies to sports cars, and the latter can even perform daring jumps from one table to another. Eleven different drivers are featured, with each one having variable skills and personalities.

The only real difference between the Mega Drive version of **Micro Machines** and these, is that the choppers have been taken out along with a couple of tracks. However, you never really miss them and the game plays just as good as it does on the Mega Drive.

The fun-filled two-player option remains for both systems with even the Game Gear allowing two-players on the one machine. One player





uses the numbers while the other uses the D-pad. The Game Gear accelerates the car for you, so both players need only steer and enjoy. However, having no brakes can prove hazardous at times!

The graphics are near identical to the Mega Drive version, with the Master System managing to retain the ultra-smooth scrolling. A superb conversion of a wonderful game. Only the brave would miss this one as it's one of the most fun racers around! - DG.

GENERAL CHAOS

game type: ACTION

1-4 PLAYERS

MD

What a sport in this crazy cart from the diseased minds of Jeff Naumer and Brian Colin, the authors of such video game classics as *Rampage* and *Xenophobe*. At the start you choose the character you command - a team of three out of five slightly demented action men who exist only to marmalise the opposing teams of General Havoc.

The playing fields, there are 67 of them, are not unlike a very torn football pitch and the gameplay is similar to dozens of straight-laced sports sims. Only here you players for putt instead of ball. Vinnie Jones would love it.

Although in-your-face action is the main attraction (after all shooting hand grenades and flame throwers is undeniably satisfying), lasting success in this game comes more from strategy than brute force. Always to play your campaigns and don't forget to take advantage of the Realm Break Pause option to look at overall need be.

That said, the graphics are very good indeed. The tiny teams of deranged veterans scoot about the screen with considerable charm. The punch-ups are well animated and there's plenty of visual humour to enjoy.

The soundtrack is less interesting, although the stereo explosions and gun-fire are worth cheering for.

General Chaos defies easy categorisation - which is no bad thing. It's neither a wargame nor an arcade blast 'em up. The only thing you can be sure of is that it's bad manic and mighty good fun. - SM.

FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£44.99

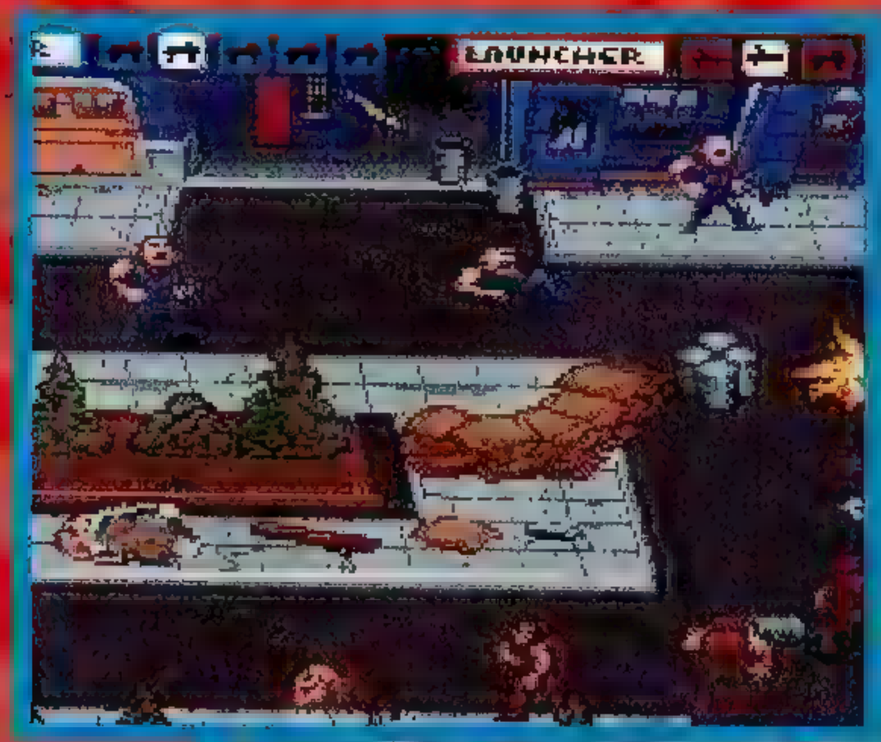
GRAPHICS 79

SOUND 65

PLAYABILITY 90

RAVES	GRAVES
Fast, furious and original	Can be difficult to control

OVERALL 87%



FAST FAX

PUBLISHER	PRICE
CODEMASTERS	£29.99(MS) £27.99(GG)

GRAPHICS 83

SOUND 70

PLAYABILITY 94

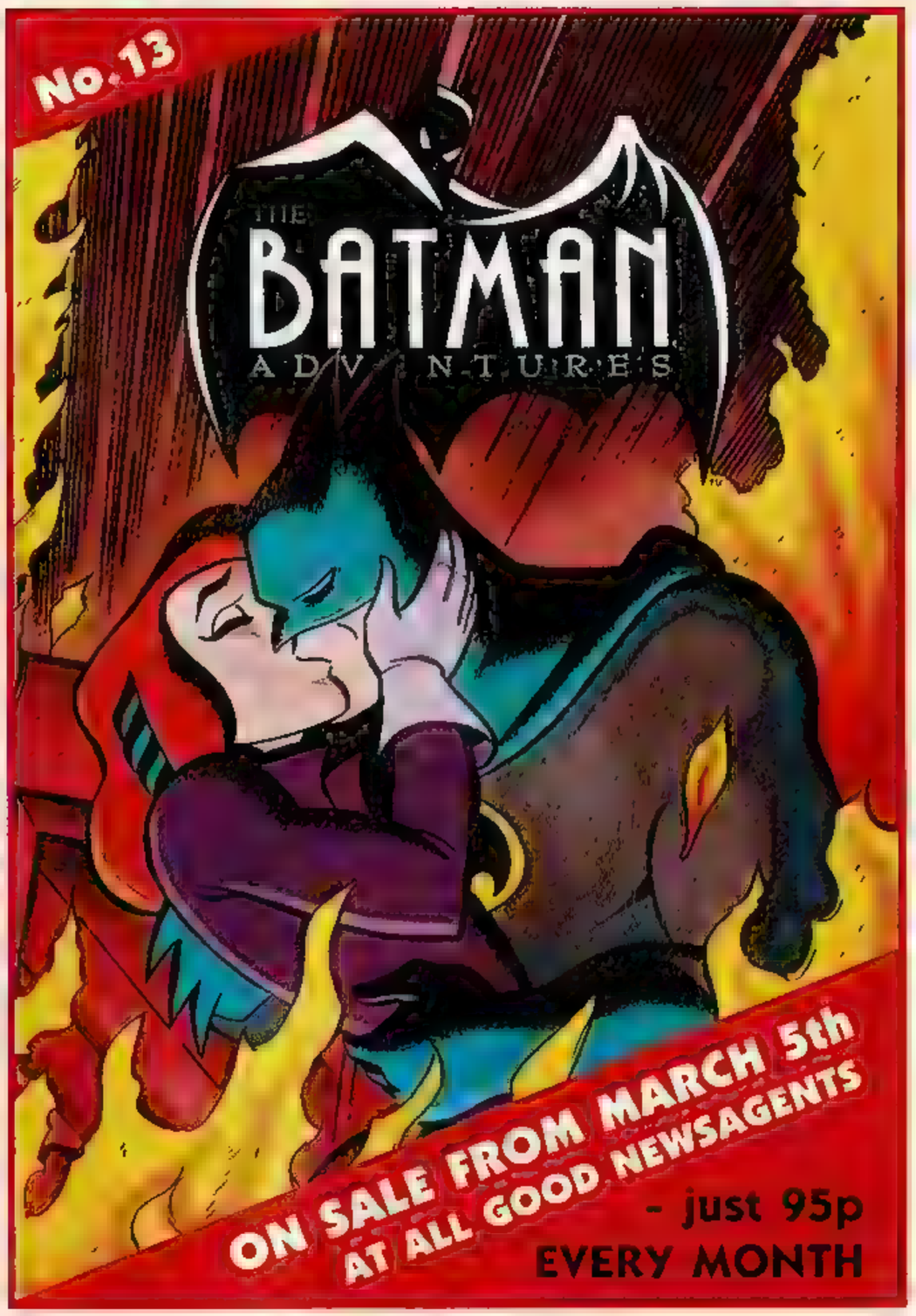
RAVES	GRAVES
The most addictive racer yet	You'll have to wait for a possible sequel

OVERALL 92%

CAN IT BE TRUE? HAS TV'S TOP HERO FALLEN IN LOVE?

You can find out in the latest issue of The Batman Adventures - packed with stories, puzzles and even a fantastic pull-out poster!

Plus this sheet of superb Batman stickers **ABSOLUTELY FREE!**



GET YOUR BIG-HEAD DAFFY DUCK BADGE - FREE

WITH **BUGS BUNNY**

ON SALE FEBRUARY 26
PRICE 95p

IT'S A QUACKER OF A GIFT!

BADGE SHOWN LARGER THAN ACTUAL SIZE

THE ETERNAL CHAMPIONS PART 3

THE CYBERDOME, 2345 AD.

SIX ETERNAL CHAMPIONS WARP IN WITH ONE MISSION: TO STEAL WEAPONS FROM THE FUTURE TO SAVE THEIR ALLIES TRAPPED IN THE PAST.

WELCOME TO THE CYBERDOME, GUYS. LET'S BLITZ THE GUARDS.

LRRRP

FOR SUCH A VALUABLE PRIZE AS YOU CLAIM IS HERE, RAX, THESE OFFER LITTLE PROTECTION.

OOF!

LOAD UP.

I DO NOT UNDERSTAND, RAX. WHY ARE ALL ZESE WEAPONS IN A SPORTS ARENA?

THE DOME STAGES ARMED COMBAT AS WELL AS CYBER-FIGHTS. THIS STUFF'S STATE-OF-THE-ART...

...LIKE THIS BABY. A *D-LEVEL KICK-BLASTER*. IT'LL RIP THROUGH SIX-INCH PLATE STEEL LIKE BUTTER!

NOW WE JUST NEED AMMUNITION AND WE CAN FREE *SHADOW*.

TOKYO, 1994. ARMS DEALER NAKANO HOLDS THE REMAINING CHAMPIONS.

SHADOW YAMOTO, AS A CORPORATE ASSASSIN, YOU WERE A THORN IN MY SIDE. NOW YOU ATTEMPT TO DISRUPT MY *BIO-KEY RESEARCH*.

AS YOU REFUSE TO DIVULGE YOUR MOTIVES OR YOUR PAYMASTERS, YOU MUST UNDERGO THE *MIND-SCAN*.

ARRGGH!

SOON WE WILL LEARN YOUR INTEREST IN MY NEW BIO-TECHNOLOGY.

GRRR!

THOUGH PERHAPS YOU MERELY SEEK A LITTLE *GENETIC EVOLUTION* OF YOUR BESTIAL COMPANION.

BRAIN SCANS REVEAL NOTHING, NAKANO. I BELIEVE SHE SHIELDS HER THOUGHTS WITH NINJA MIND CONTROL.

THEN SCAN THE OTHERS. IT IS IMPERATIVE WE REGAIN THOSE MILITARY SECRETS.

HMM. THE AMERICAN SEEMS TO HAVE LITTLE KNOWLEDGE OF OUR PLANS.

AND THE MAN-BEAST?

IT'S HAZY. SHOWING FIRE.

BAH! THEY CANNOT HOLD OUT ON US FOREVER. TURN THE POWER TO MAXIMUM.

BUT NAKANO, THAT LEVEL COULD WIPE HIS MIND.

ARRGGHH!

DO IT!

"IT IS TOO MUCH, NAKANO. THE MACHINE IS OVERLOADED!"

"STOP YOUR WHINING! GIVE ME MORE POWER!"

KA-BOOOM!

TOO MUCH...

WHA..? GUARDS!

HEY, NICE ONE, HAIR BALL. WE'RE FREE!

YOU SEE THAT, SHADOW? THEY HAVEN'T *BUILT* THE MACHINE YET THAT COULD *FIND* THE PRIMATE'S BRAIN

GRR, BLADE TALKS TOO MUCH. SLASH IS NO FOOL. KNOW CHAMPIONS MUST KEEP SECRET FROM NAKANO.

SURE, SLASH. YOU'RE A REGULAR INTELLECTUAL.

AKK! CAN'T B- BREATHE!

SHUT MOUTH, BLADE. OR ME GET PRIMITIVE WITH YOU!

COME! THIS IS NO TIME FOR PETTY BICKERING. OUR *FUTURES* DEPEND ON OUR *MISSION.*

IN THE FUTURE, THE MISSION IS ALMOST COMPLETE.

STAND ASIDE, THE DOOR WILL BEND TO THE POWER OF MAGICK.

NO NEED FOR YOUR TRICKERY, WIZARD. MANKIND HAS YET TO BUILD A CAGE THAT WILL HOLD TRIDENT.

AMMO STORE

OK, LOAD UP WITH AMMO, AND WE'LL WARP BACK TO TOKYO.

YOU AIN'T GOING NOWHERE.

YOU'RE RAX COSWELL?

UH-HUH.

YOU KNOW THE RULES, MISTER. NO HAND-WEAPONS FOR CYBER-FIGHTERS. STRICTLY *HAND-TO-HAND.*

NOW LEAVE THE GUNS. YOU'LL GET YOUR CHANCE IN THE *CYBER CHALLENGE...*

YOUR CHANCE TO FIGHT *TO THE DEATH!*

NEXT ISSUE : *MEET FIGHTER TWO*

News Zone

VIRGIN GETS INTER-ACTIVE

Even bigger games to come in '94

After a mega-successful 1993, Virgin have no plans to sit back and take it easy this year. Here are just some of the goodies to come from one of the most active companies in the business:-

• Too young or too sensible (or both), to waste money gambling? Find out with **Caesar's Palace** for the Game Gear. Virgin's collection of simulated card games and slot machines is almost complete, although a release date has not yet been set.

• This Easter, Mega CD owners can look forward to conversions from two of Virgin's Mega Drive best-sellers **Heart Of The Alien**, **Another World II** and **Terminator** - both enhanced to suit the CD format:-
Another World II comes complete with the *Another World* adventure (in which scientist Lester Chaykin is transported on to an alien planet), plus there's a whole new game in which you play the part of Buddy (the alien character who befriends Lester Chaykin in *Another World*).
Terminator (as in the first film appearance of Arnie's cyborg), features the same blend of platforms and blasting as seen on the Mega Drive, only with notably bigger characters running around and the use of Sega's Q-Sound system.

• They aren't teenage, mutant or, indeed, turtles, but the Battletoads; three human-sized superhero toads called Zitz, Rash and Pimple, were a smash hit in their own right when they first appeared in America over three years ago. Master System owners can find out what all the fuss was about in June when Virgin release **Battlemaniacs**.

• Take part in the action of the hit movie **Demolition Man** this Summer. Currently approaching completion on the Mega Drive and Mega CD is **Demolition Man** the game. Virgin have chosen to adopt two different game styles (for which the movie's two stars, Sylvester Stallone and Wesley Snipes, agreed to be filmed and digitised in action); the Mega CD version is a first-person shooting gallery along the lines of *T2: The Arcade Game*, while the gameplay is more platform-intensive on the Mega Drive.

• Virgin's long-awaited Mega Drive version of Disney's animated classic **Jungle Book** is now due for release in July.
Mowgli's perilous journey through ten levels of jungle has been in development for over a year, but now the team responsible for the Master System and Game Gear versions have taken over from Virgin in the USA.

• Finally, staying on the Disney theme, work is well underway to bring Disney's next animated adventure, **The Lion King**, to the Mega Drive and Mega CD. The team responsible is not the same as the previous Virgin-Disney-Sega hit, *Aladdin*, but all those involved reckon that this platform-based action will be even better. The film opens in the UK towards the end of this year, and Virgin are attempting to complete the game in time for a simultaneous release.

STORM WARNING

Hurricanes tackle new soccer approach

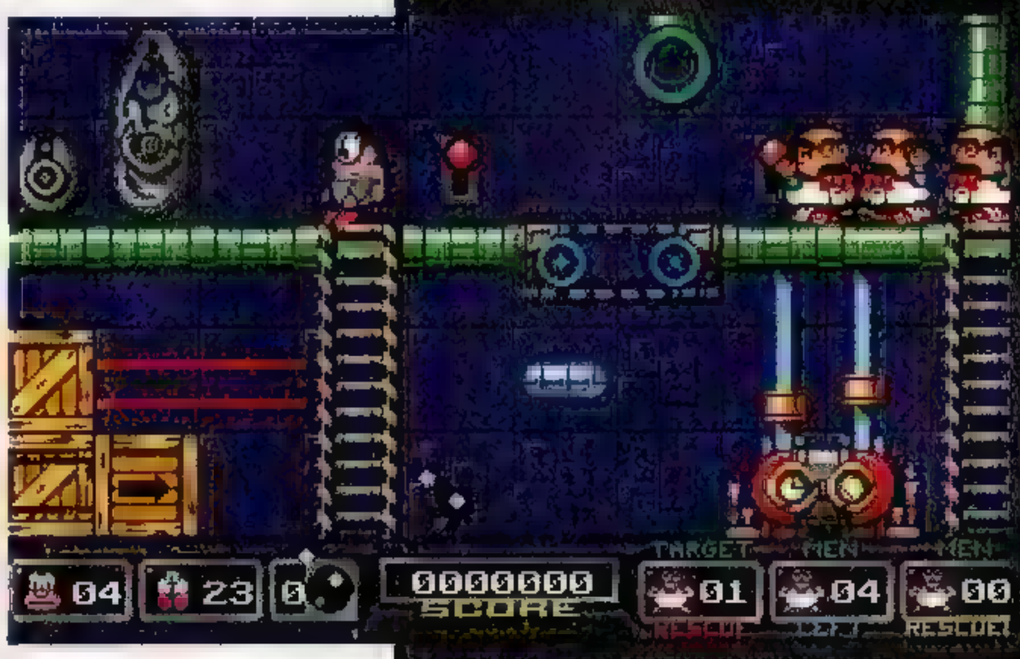
The Hurricanes are coming from US Gold in July. Based on the US TV cartoon series of the same name (currently being shown over here in some ITV regions), **Hurricanes** takes a different approach to the familiar soccer sim game. It follows the adventures of a soccer team inherited by a girl from her father. The different characters from around the world have their own special skills and in each episode they take on the evil Gorgon team; who are after their blood. The game-plot is that the Hurricanes survived a plane crash on their way to a match with the Gorgon team. If they fail to get to the pitch on time, the bad guys will win and take control of the Hurricanes. Boo, hiss, etc. The Hurricanes have to exert their soccer skills to defeat an assortment of oddball characters (including the Gorgons). Levels include the Caribbean and a deserted ghost town, plus there are all sorts of platforms and obstacles (such as spikes), to negotiate.

EGGS WITH EVERYTHING

Codemasters serve up tasty new games

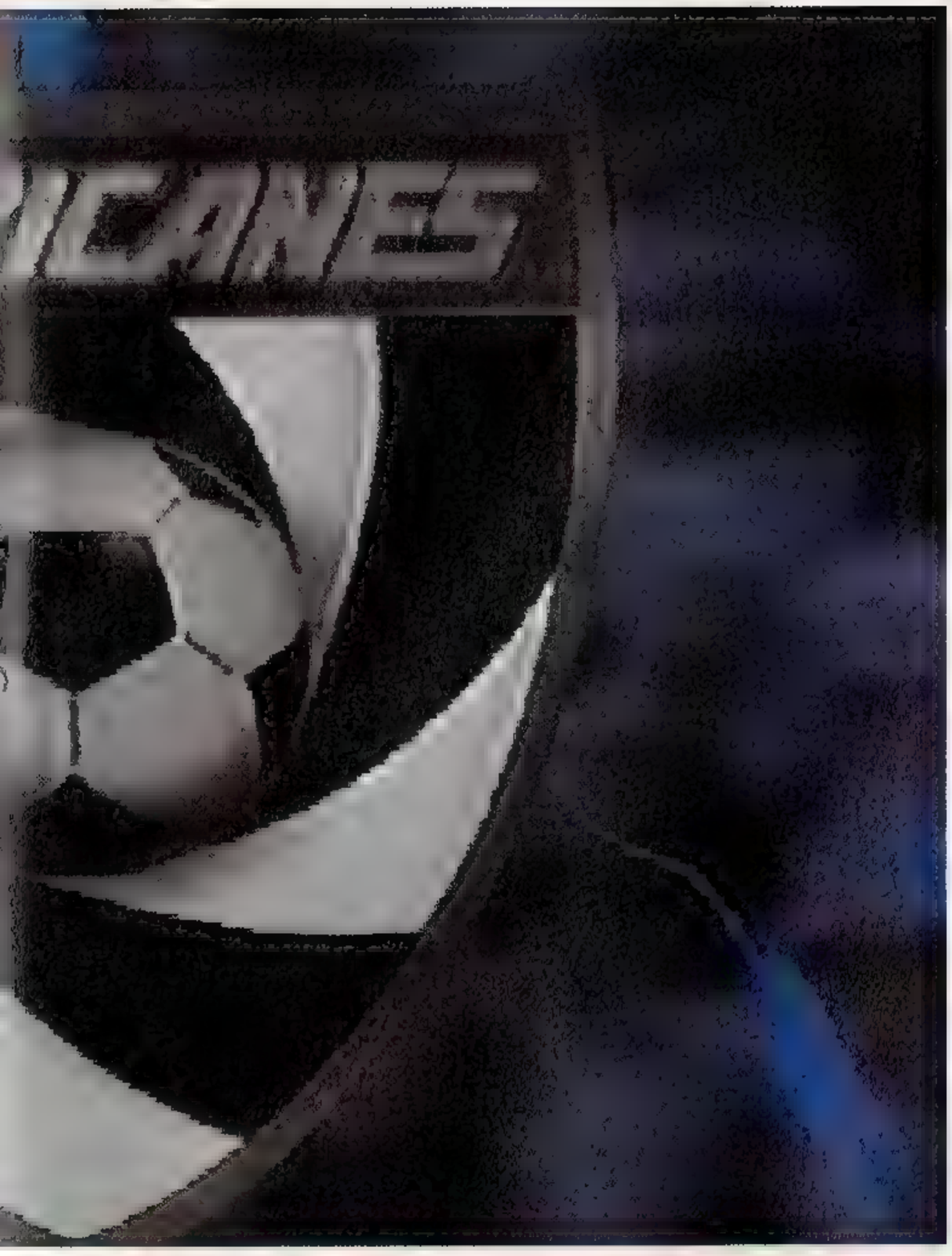
Codemasters' eggy star Dizzy is limbering up for his next release (this Easter, appropriately enough). **The Excellent Dizzy Collection** is not one, not two, but three complete - and completely different - games on one cartridge for the Mega Drive, Master System and Game Gear. *Dizzy The Adventurer* is an arcade adventure, while *Go! Dizzy, Go!* sees Dizzy and his girlfriend Daisy pushing and shoving their way around five worlds of arcade action, and *Panic! Dizzy* is comprised of three types of puzzle action. Egg-cellent!

Two newer Codemasters characters are set to make their first appearances on the Mega Drive. First up in June is Kevin Codner in **Sink Or Swim**. The puzzle action is set on a sinking ship and it's up to you to help Kevin to help the Dim Passengers reach safety. Features include switches, buttons, conveyor belts and fire.



It's the pun-believable Kevin Codner in Sink Or Swim!

Making his debut this Autumn is **Smaartvark!**, a TV repair aardvark(!), who tackles adversaries from television programmes and films (such as mad scientists and vampires). A two-player option provides a novel twist.



SOCCERMANIA PART 2!

Non-stop football action on the cards

Thought STC's *Soccermania* Review Zone Extra (see last issue) had the soccer simulation scene covered? Not so. There's more, much more to come. Four more games are heading your way:

• **World Cup USA '94** from US Gold. The official game due for release on all Sega formats this May.

• **Kick Off III** from Imagineer. Released for the Mega Drive also in May. The Kick Off name is legendary in home computer circles, and here's your chance to find out why. **Kick Off III** is being written by Steve Screech, one half of the original *Kick Off* team (the other half, Dino Dini, is working on Virgin's **Goal!** for the Mega Drive). It's a complete overhaul of the original game with loads of new features, such as all the soccer rules (including back-passing, professional fouls, and the offside trap), and teams which, according to a spokesperson, 'genuinely play differently'.

• **World Soccer '94** from Codemasters. Released for the Mega Drive in June. The first in the *Master Sports* series - sports simulations with a television show theme (including presenters and commentators) - features special moves and (no surprises here), a World Cup competition.

• **Sensible Soccer** for the Mega CD. With the Mega Drive version already out and about, an enhanced CD incarnation is in the works. However, how it's being 'beefed up' and when it's being released by Sony Imagesoft has yet to be revealed.

SHORT BURSTS NEWS

BLUE MEANIES

La la lala lala lala la la Yes, it's the **Smurfs** (What! You didn't recognise the tune?). Those blue 'adorables' are coming to the Mega Drive, Master System and Game Gear, from none other than French publisher Infogrames. Expect to see the platform action in July.

MORE SONY MEGA CD

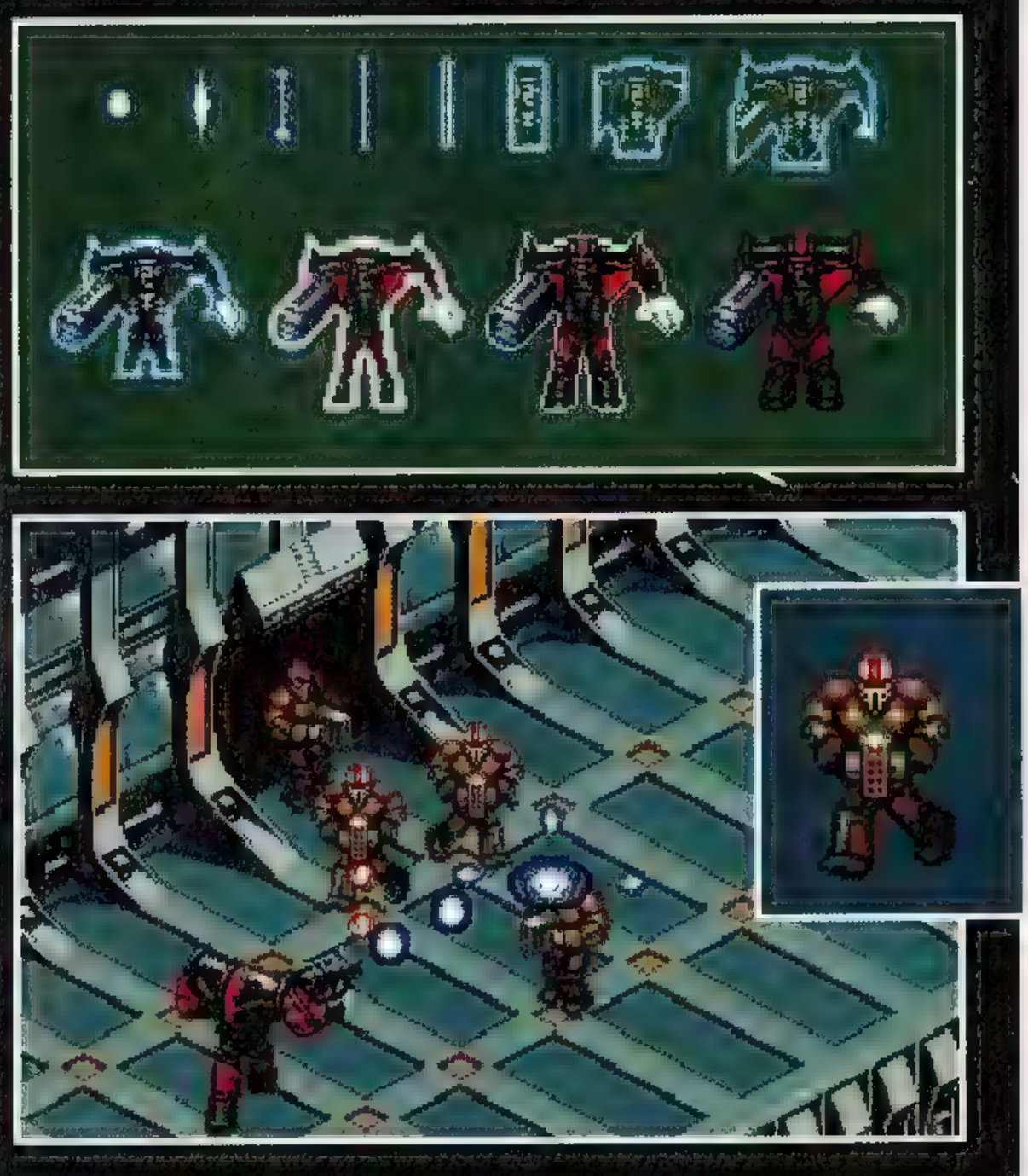
Sony Imagesoft's Sega releases have been thin on the ground to date, but the situation is set to change this year with **Ground Zero, Texas** (see last issue's News Zone), and **Flashback** - both for the Mega CD. The Mega Drive version of **Flashback** (from US Gold), is getting on a bit now, and despite its high quality, enhancements are being made, though no-one will reveal just what yet. **Flashback** has five large levels to explore, each one full of platform arrangements to negotiate, bizarre alien creatures to combat, kooky characters to question, and cash and groovy gadgets galore to collect and use. The animation of the main character, Conrad Hart, is impressive. His remarkable repertoire of actions includes walking, running, jumping, climbing, rolling, crouching, skidding to a halt, inching forward, hanging, picking up objects and throwing them, and shooting.

JOLLY GREEN GIANT

Platforms and punching are the order of the day with everyone's favourite big, ugly, muscle-bound superhero **The Incredible Hulk**. Leading development team Probe (who are behind *Alien3* and the forthcoming *Judge Dredd*), have brought the green-skinned giant to life on the Mega Drive, Master System and Game Gear for US Gold. Release date is scheduled for June.

SKELETON KREW

Here's a slice of the action from Core Design's forthcoming blaster, **Skeleton Krew** for the Mega Drive. As you can see, the shooting is shown from an unusual perspective - and has been given a comic-style look to boot.



WIN WINTER OLYMPICS GOLD!

A COOL FREEBIE FROM US GOLD AND STC

Missed out on being selected for the Winter Olympics - again? Worry not, here's your chance to win gold - a copy of US Gold's **Winter Olympics** for the Sega Mega Drive.

STC invites everyone to participate in another fantastic freebie. Thanks to US Gold we have 10 Sega Mega Drive versions of the Official **Winter Olympics** game to give away to 10 winning readers.

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Where were the 1994 Winter Olympic Games held?

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Neatly print the answer plus your name and address on a postcard or sealed down envelope, and send your entry before the closing date of Friday, 15 April, to:-

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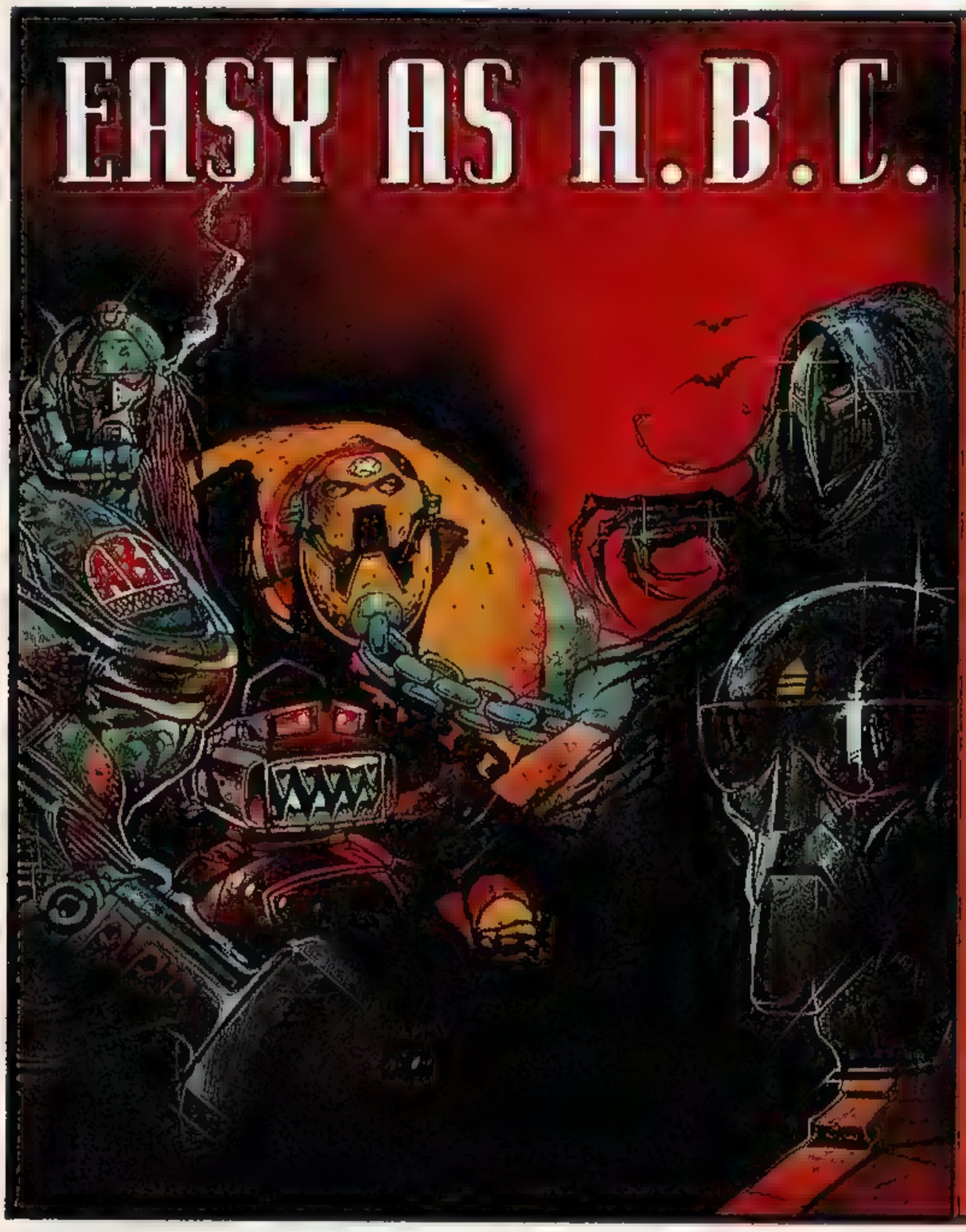
The first 10 correct entries pulled from Megadroid's ski-suit after that date will each receive a copy of **Winter Olympics** for the Mega Drive.

EASY AS A.B.C.



This month's Best of 2000AD Monthly re-presents the awesome debut of the top artist of the Nineties, Simon Bisley, on one of the most Thrilling comic stories of all time - the ABC Warriors! Plus: two free ABC Warriors ScanCards™, scrotnig postcards featuring classic art for the ABC Warriors series.

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SWSHH!

CLUNK!

SECURITY

THE NEO ZEED BUILDING, TOKYO.

NINJA MASTER JOE MUSASHI HAD BROKEN IN, LOOKING FOR HIS KIDNAPPED LOVE, NAOKO. WHAT HE FOUND WAS ...

Shinobi

The Art of War

Part 3

CLIK! CLIK!

WITHOUT HIS WEAPON THE MAN IS NO LONGER A DANGER.

KILLING HIM WOULD MAKE MUSASHI NO BETTER THAN THE ZEED.

WITH LUCK IT WOULD BE SOME TIME BEFORE THE MAN WAS MISSED.

MUSASHI'S HARAGEI* TELLS HIM THAT NAOKO IS NOT NEARBY.

*HARAGEI: A NINJA'S "RADAR" SENSE — MEGADROID.

CERTAINLY NOT ON THIS FLOOR.

HE WOULD HAVE TO TRY FURTHER DOWN THE BUILDING.

CREEEK!

THE LIFTS WOULD BE MONITORED ELECTRONICALLY. THE STAIRS WOULD BE WATCHED.

THERE IS ONLY ONE OTHER WAY DOWN.

AND IT'S NOT THE EASIEST WAY.

MOUNT HOTAKA, HONSHU. FIVE YEARS EARLIER.

水

火

心

HOW IS *THIS*, SENSEI?

KA!!!!!!!!!

HHHHHHHHHH!

YOUR TECHNIQUE IS QUITE ***FLAWLESS***, MY SON. BUT TECHNIQUE HAS LITTLE TO DO WITH WINNING BATTLES.

LET ME TELL YOU THE STORY OF HOW ***MY*** SENSEI CAME TO ENROL IN THE BEST KENDO SCHOOL ON HONSHU*

水

* THE LARGEST OF THE JAPANESE ISLANDS — MEGADROID.

"IN THOSE DAYS, IT WAS NOT POSSIBLE FOR A YOUNG MAN FROM A PEASANT FAMILY TO LEARN KEN-DO*.

* THE WAY OF THE SWORD— MEGADROID.

"BUT HE TOOK HIS SWORD AND SET OUT TO JOIN THE KENDO SCHOOL NOT FAR FROM HIS HOME."

WHY DO YOU COME HERE, PEASANT, CARRYING A WEAPON FORBIDDEN TO YOUR KIND?

ARROGANT CUR— YOU *DARE* SPEAK TO A SAMURAI LIKE THAT?

I AM HERE TO LEARN *BUSHIDO*— THE WAY OF THE WARRIOR.

THWAP!

AEE!!

WHAT IS GOING ON HERE?

WHEN MY SENSEI EXPLAINED WHAT HAD HAPPENED, THE TEACHER TOOK HIM IN AS A STUDENT.

FOR THE TEACHER KNEW THAT *HOW* YOU WIN IS NOT IMPORTANT... TECHNIQUE, BUSHIDO ARE USELESS TO YOU DEAD.

MUSASHI SNAPS BACK TO THE PRESENT.

THOOM!

SWHHHHH!

THE ASSASSINS OF THE NEO ZEED HAVE CAUGHT UP WITH HIM.

IT IS NOT THEIR PLAN TO CONFRONT MUSASHI FACE TO FACE, AS BUSHIDO DICTATES.

IT SEEMS LIKE HE'S OUT OF TIME...

...OUT OF IDEAS.

WHAA!

AND OUT OF CABLE.

NEXT ISSUE: A LONG DROP.

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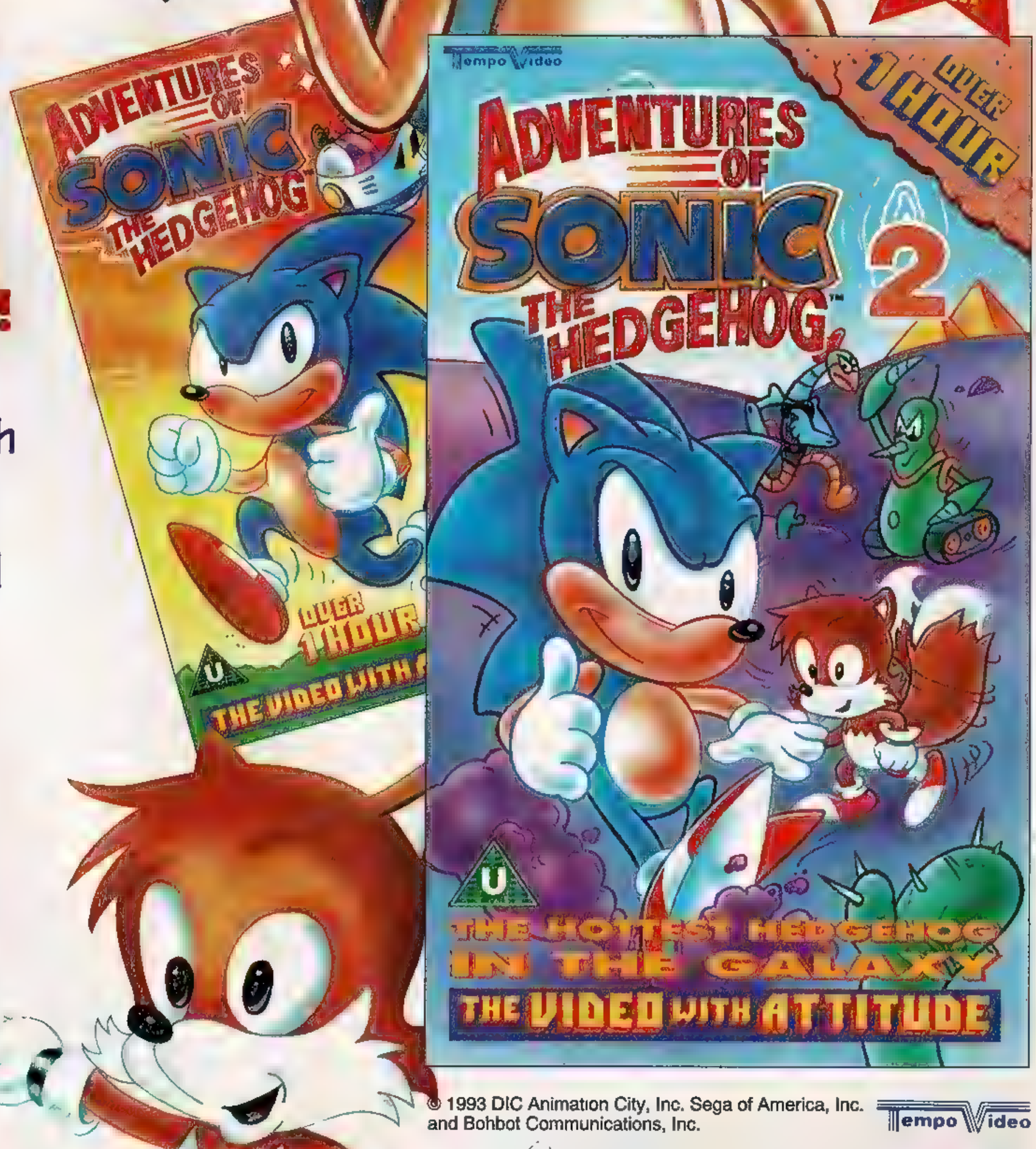

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Tempo Video

Q Zone

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

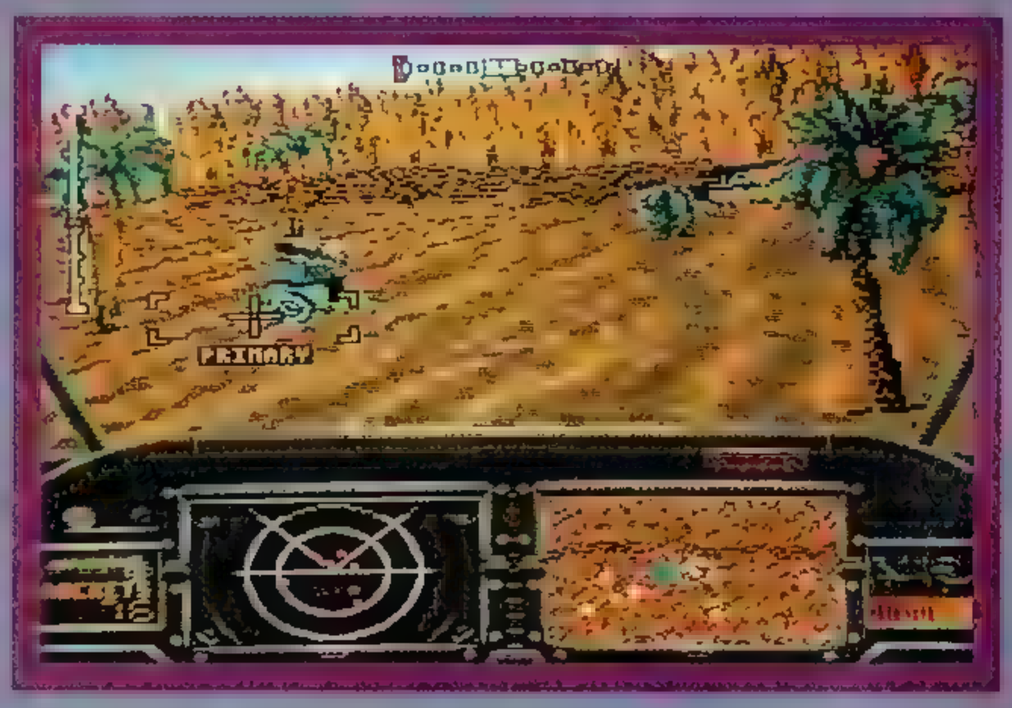
THUNDERHAWK

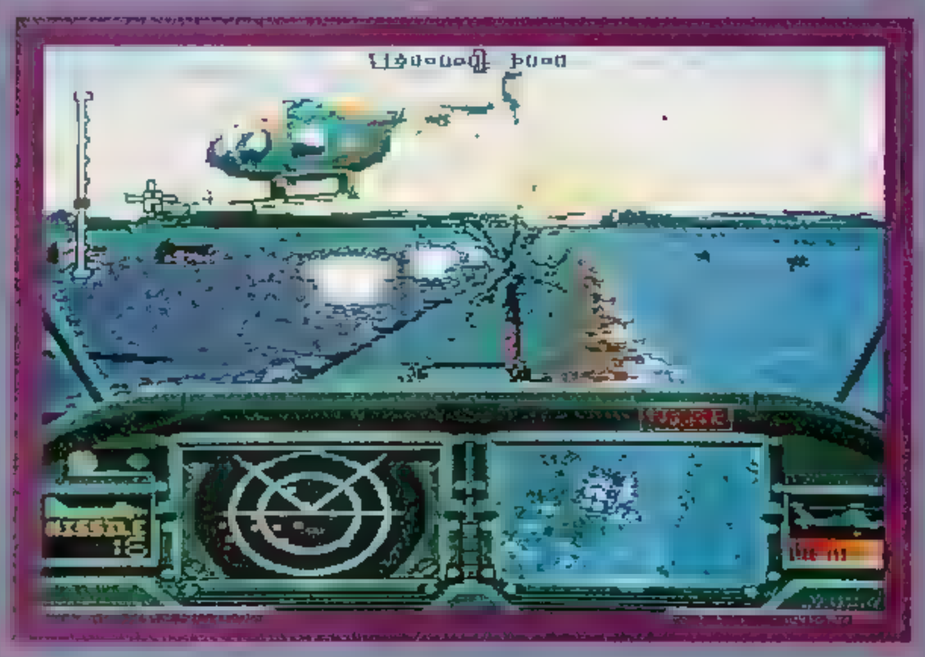
Tips

MCD

Thunderhawk is the best game to see the light of day on Sega's CD system, and it's proving immensely popular. The game includes superb animation and, if you're not careful, it can be very addictive. Here's a useful cheat to know:-

1. To gain infinite missiles and armour, first start any of the missions and pause the game. Press and hold start then push Up, Right, Left and Down on the joypad. Release start and select missiles. You are now set to become a **Thunderhawk** whizz!





SONIC CD

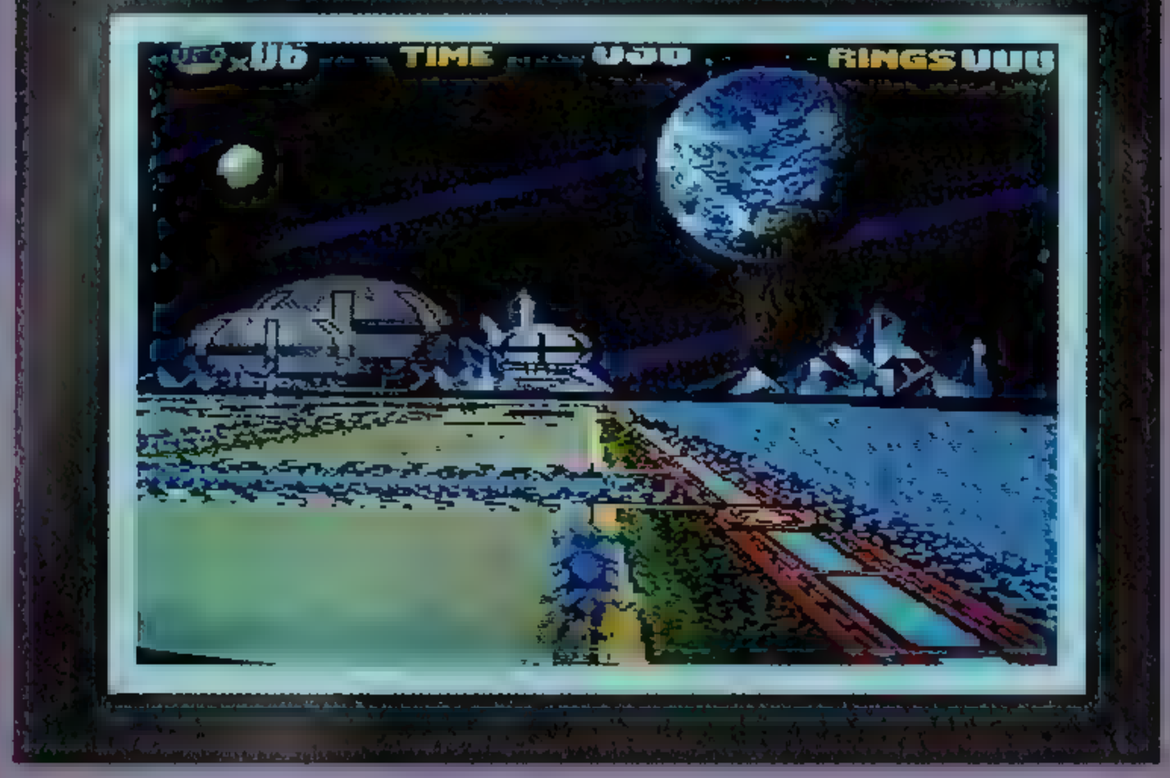
Tips

MCD

Although Tails failed to feature on Sonic's first CD outing, the **Sonic CD** was a big success. Just for you Boomers here's a range of cheats:-

1. When the title screen appears, press Up, Down, Down, Left, Right and B on the joypad. You'll hear a chime and a level-select cheat will appear.

2. Go to the sound test option and enter: FM NO.40, PCM NO.12 and DA NO.11. Press start and begin a new game. From this point, you can enter an 'edit-mode' which enables you to alter things on the screen. Press B to activate the cheat: you'll now be able to move around the level and pressing A allows you to change shape. Press C to print a copy onto the level. By pressing B, you will return to the game. If you're in attack-mode once the cheat has been activated, you may clear the screen by jumping and pressing A and C together.



LEMMINGS

Tips

MD

These little creatures caused havoc to the lives of poor Mega Drive owners. Now they are doing the same to those of you with an 8-bit system. Help, however, is at hand:-

1. When the Sega logo appears, hold down both buttons and rotate the joypad in a clockwise direction until you hear the sound of a bell; this will happen after approximately 20 rotations.

2. Select your difficulty level from the options screen, then go onto the new level box and press either Right or Left to increase or decrease the starting level. Now, press button two to return to the menu screen.

F1 Tips

F1 is the best racing game ever to reach these shores and it features all 12 of the official circuits from the Formula One season. The speed at which this game shifts is quite superb. Although no cheats have (as yet) been found, here are some tips to get you to the top:-

1. Always select the Novice level until you become more experienced. The higher levels will allow your car to go faster, but it's much easier to crash!

2. Stick with medium wings, automatic gears and hard tyres throughout the season when you first select your car set-up (without wishing to brag, I came top using this set-up!).

3. Always race the full six laps of the qualification race. This not only benefits you in gaining a good position on the start-up grid, but it also teaches you where the corners are, and which parts you can go top speed at.

4. Once you're into the race, accelerate to top speed. Keep your eye on the map in the top-left-hand corner of the screen. When you know you're approaching a tight bend, slow down by hitting the brakes until you drop to about 70-80 mph. Immediately accelerate when you're half way around the corner.

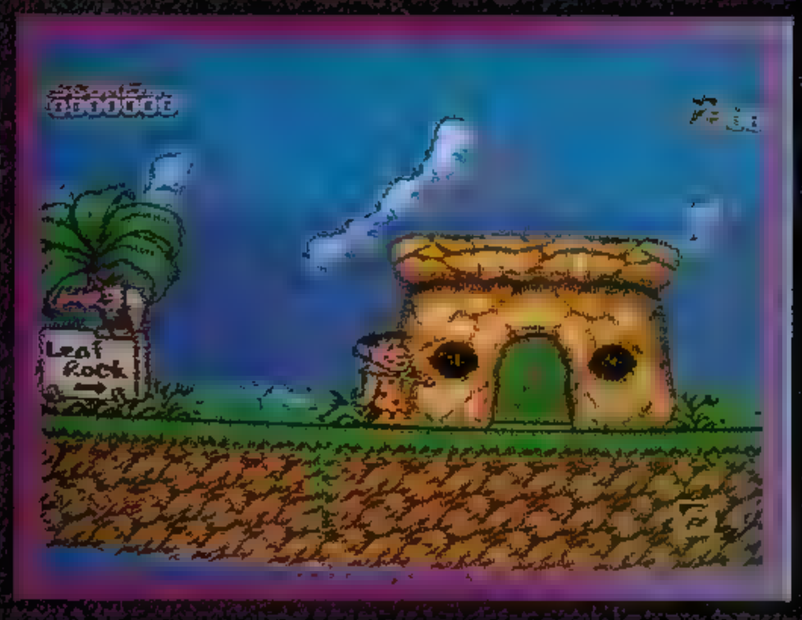
5. When overtaking, wait until you're on a piece of straight track then zoom past. It's possible to overtake on the bends and corners, but you're far more likely to crash into something, which will result in not only ruined tyres, but you'll end up going into the pits and losing valuable time.

6. Immediately press the pit stop button when entering the pit stops. Have your finger on the accelerator button so you can get away as soon as your tyres have been repaired.

THE FLINTSTONES Tips

This above average platformer game is now yours for the taking as I offer you two excellent cheats:-

1. Choose lives, your difficulty level, and then press A, B, C and start (all at the same time). Rotate the joypad clockwise and when the title screen appears, press start and you won't lose a single heart throughout the game.
Yabba dabba doo!



2. To gain infinite lives, choose five lives again, then press buttons A, B, C and start. Now, press Left and Right until the title screen appears. Press start, and you'll discover that when you run out of lives, nine more will miraculously appear.

ALADDIN Tips

After my solution to the best Mega Drive platformer of 1993, I now bring you a cheat that should enable even the worst gamers in the world to complete it - hopefully!

1. To skip any level in the game at any point during play, just press pause by hitting start on the joypad. Press A, B, B, A, A, B, B and A. Wow! You've just been zapped to the next level.

ZOOL Tips

This huge Amiga hit was converted to the Mega Drive. Here are some cheats to help **Zool** fans on their way:-

1. How would you like six energy bars and 30 extra units of time? Simply pause the game during play, and keep the start button held down. Press B, A, Right, Right, A, C, Up, Down and A. Note that only three energy bars will be displayed at a time.

2. If you would like a cheat for an extra life, again keep the start button held down, press Down, Up, Left, Left, A, Right and Down.

TAILS' AND ERROL BLACKTHORN'S MISSION TO RESCUE SHIROB, THE MISSING ENCHANTER KING, HAD SEEMED TO BE GOING SO WELL...

SHIROB IS REALLY THE EVIL *TROGG!* I DON'T GET IT!

ONCE I WAS KNOWN AS *SHIROB*...

IT'S VERY *SIMPLE* YOU TWIN-TAILED FREAK!

"...I WAS THE ELDEST OF THE ENCHANTER KINGS AND MY MAGIC WAS BY FAR THE MOST POWERFUL.

"THEN ONE NIGHT I ACCIDENTALLY MADE CONTACT WITH THE EVIL ONE.

"SOME MIGHT SAY THE EXPERIENCE DROVE ME INSANE..."

Script: Nigel Kitching **Art:** Dave Windett/John M Burns **Lettering:** Steve Potter

Tails

...BUT AS YOU CAN SEE, IT *CHANGED* ME FOR THE BETTER!

AND EVERYONE THOUGHT THAT *YOU* HAD KILLED SHIROB!

THAT'S WHY I HAD TO CHANGE BACK TO SHIROB AND CONTACT THE KINGS. I KNEW THEY WOULD SEND THEIR LITTLE CHAMPION TO RESCUE ME!

I COULDN'T LET YOU LIVE AFTER YOU HUMILIATED ME, NOW, COULD I?*

*SEE STC 17 FOR TAILS' AND TROGGS' BATTLE ON THE DIMENSION BRIDGE — MD.

ALL THIS, IS JUST SO YOU COULD GET *REVENGE* ON ME!

DON'T EVEN THINK OF MOVING, PAL!

YOU'RE GOING TO PAY FOR THIS TROGG!

YOU SHOULD HAVE STAYED IN THE EMERALD HILL ZONE WITH WITH YOUR CUTE FRIENDS, YOU LITTLE *CREEP!*

YOU WON'T LOOK NEARLY SO CUTE WHEN I'VE FINISHED WITH YOU, FUR-FACE!

THWAKK!

AAAAGH!

IT'S ALL OVER, SONNY! THOSE TAILS OF YOURS SHOULD LOOK PRETTY GOOD IN MY *TROPHY ROOM..!*

WH... WHAT HAPPENED?

AAAA! THE LIGHT..!

FRSSSSH..!

YAAGGGH!

THE PORTAL! QUICK ERROL, THIS IS OUR CHANCE!

NOOO! YOU MUST NOT GET AWAY!

BOY, THAT TROGG SURE IS A BAD LOSER!

AMAZING! WE'RE BACK IN THE ENCHANTER KINGS' INNER SANCTUM!

YEAH I *KNOW*... IT'S YOUR DUTY TO TELL THE KINGS THAT I'M NOT REALLY THE CHAMPION THEY THOUGHT I WAS.

YOU MAY *NOT* BE THE CHAMPION WHO DEFEATED DOCTOR ROBOTNIK, TAILS, BUT TODAY YOU ACTED LIKE A REAL *HERO*. HOWEVER...

WHAT? THE PORTAL HAS BROUGHT TAILS AND ERROL BACK!

IT'S PART OF THE INCARNATION... OUR MAGIC CAN ONLY KEEP TAILS IN THIS ZONE FOR A LIMITED PERIOD! IT'S TIME FOR HIM TO LEAVE US!

BEFORE TAILS GOES BACK TO THE EMERALD HILL ZONE THERE'S SOMETHING I'VE GOT TO SAY...

HERE IT COMES...

THANKS ERROL, *I OWE YOU!*

WITHOUT TAILS I WOULD NEVER HAVE MADE IT BACK FROM THE LAND BEYOND. HE IS *TRULY* A WORTHY CHAMPION!

AS FOR SHIROB... BELIEVE ME YOU *DON'T* WANT HIM BACK!

TAILS RETURNS SOON. MEANWHILE, NEXT ISSUE — WONDER BOY IN GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Nosey McArthur

Dear STC,

I have some questions:-

(1) How did Sonic and Tails meet?

(2) How do you know what's the highest and the lowest in the charts?

Robert McArthur, Summerston, Glasgow. MD owner. Sonic Water Fun Game Winner.

(1) May I remind you, Robert, of an old hume proverb which goes: 'Patience is a virtue'. All will be revealed in time.

(2) The charts are based on sales of Sega video games, as monitored by Gallup (who also produce the music Top 20 each week), and ELSPA.

Tails Talk

Dear STC,

I've seen the cartoon and I think that it's excellent. However, although I think that Sonic's voice sounds good, Tail's voice sounds too much like a little boy. By the way, I love your free gifts.

Darragh Walsh, Co Cork, Rep. of Ireland. Sonic Water Fun Game Winner.

Not everybody can have a rich, deep voice like mine, Darragh. However, in the TV series Tails is supposed to be very young, whereas in STC he is a little older. By the way, if you like free gifts you'll love this issue and the next!

Danielle Northey (write to the editor with your full address), **Plymouth, Devon. MD owner. Sonic Water Fun Game Winner.**

Crispian Wilson, Winchester, Hants. MD owner. Sonic Water Fun Game Winner.

Question Zone

Dear STC,

Are you going to have a page where the readers can sell or exchange their stuff? I was also wondering why the Mega Drive and CD2 look different to how I've seen them advertised?

Sandeep Matharu, Langley, Berks. Sonic Water Fun Game Winner.

Phew, Sandeep, you don't mince your questions! OK, firstly, I'm not sure what kind of 'stuff' you're talking about. Secondly, Mega Drives and Mega CD's differ slightly depending on where they are sold in the world. You may have seen a foreign model advertised.

No Rhyme or Reason

There is a blue hedgehog called Sonic
Who decided to start up a comic
It's got tips and reviews
Plus a lot of good news
And a variety of free gifts upon it.

Richard Russell, Drighlington. Sonic Water Fun Game Winner.

There was a poetical hume
Who decided that there should be room
For an ode to the best
So he wrote one in jest
And now he is famous - Boom boom!

Robotnik's Tricks

Dear STC,

Please can you tell me why Doctor Ivo Robotnik turns the animals into evil robots?

Frances Bentley, Ilkley, W. Yorkshire. Sonic Water Fun Game Winner.

Because, Frances, he is extremely villainous, and that's what villains do (so, I'm told!).

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

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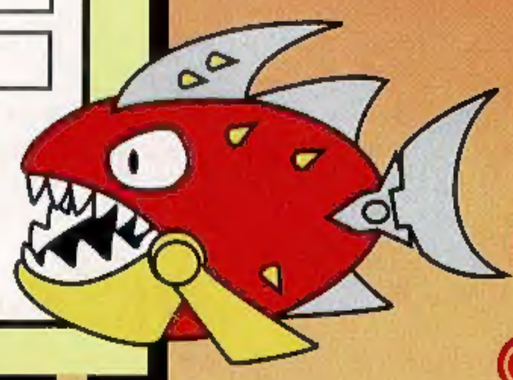

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 21 OF STC?

☐ %

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S.T.C.

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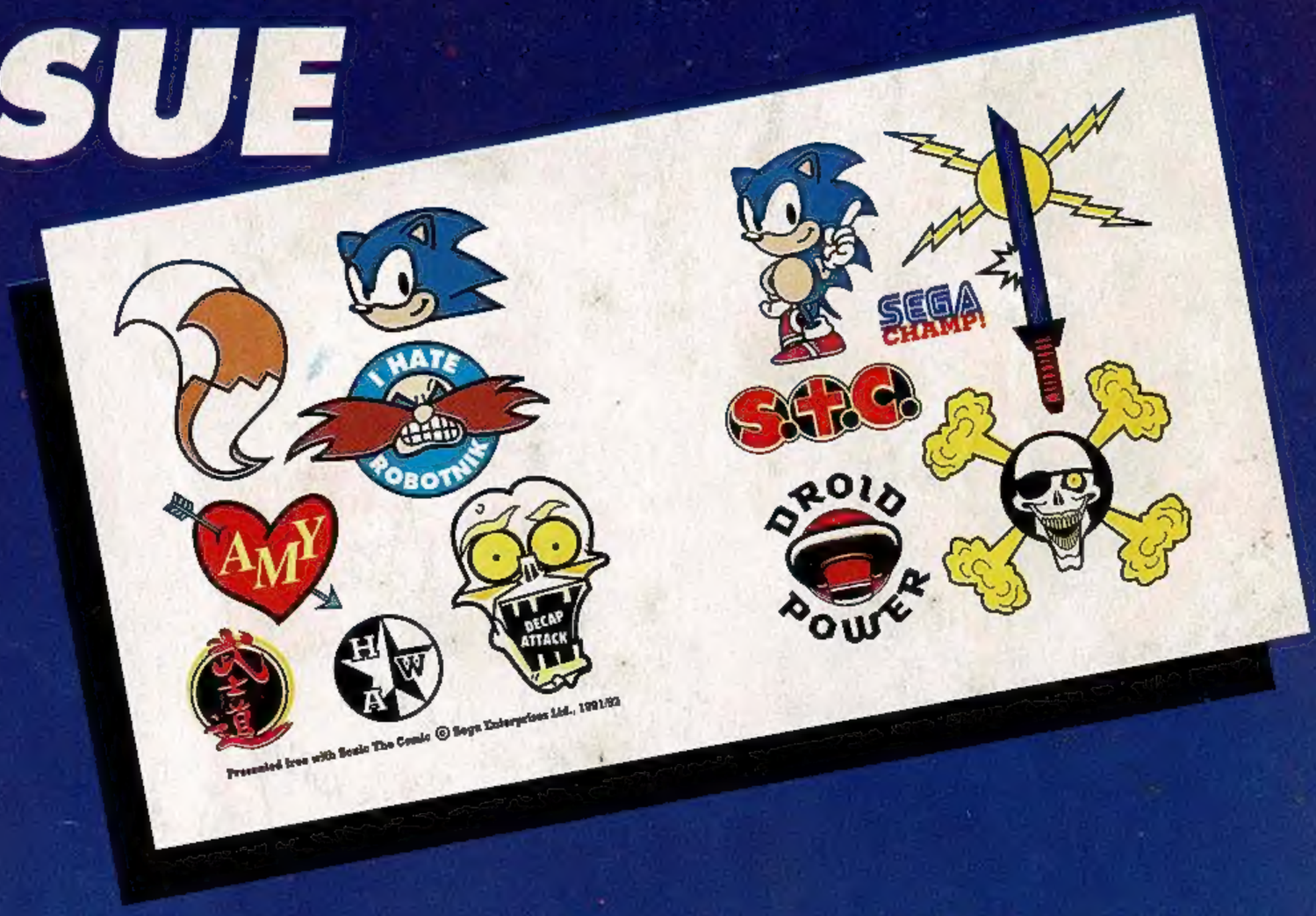

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WONDER BOY IN "GHOST WORLD"

WHERE THE ONLY DANGEROUS DINOSAUR IS A DEAD DINOSAUR!

AND...

ALL-NEW ACTION WITH

- SONIC
- SHINOBI
- ETERNAL CHAMPIONS

Sonic the comic 22

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